NINTENDO OF AMERICA INC. PO BOX 957, REDMOND, WA 98073-0957 USA

Printed in Japan

NES-UN-USA

SUPER TEAM GAMES™

POWER PAD™ REQUIRED

Nintendo ENTERTAINMENT SYSTEM®

INSTRUCTION BOOKLET

Look for this seal on all software and accessories for your Nintendo Entertainment System. It represents Nintendo's commitment to bringing you only the highest quality products. Items not carrying this seal have not been approved by Nintendo, and are not guaranteed to meet our standards of excellence in workmanship, reliability and most of all, entertainment value.

Thank you for selecting the Nintendo Entertainment System® Super Team Games™ Pak. This game requires the Power Pad™ attachment.

Please read this instruction booklet to ensure proper handling of your new game, and then save the booklet for future reference.

PRECAUTIONS

1) This is a high precision game. It should not be stored in places that are very hot or cold. Never hit or drop it. Do not take it apart.
2) Avoid touching the connectors, do not get them wet or dirty. Doing so may damage the game.
3) Do not clean with benzene, paint thinner, alcohol or other such solvents.

Note:
In the interest of product improvement, Nintendo Entertainment System specifications and design are subject to change without prior notice. This game has been programmed to take advantage of the full screen. Some older model T.V.s have rounded screens and may block out a portion of the image.

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SAFETY PRECAUTIONS

⚠WARNING⚠

Persons with heart, respiratory, back and joint problems, or high blood pressure or under a physician's direction to restrict activity *should not use the Power Pad without a physician's advice.* Pregnant women should not use. Serious personal injury can result.

⚠CAUTION⚠

- **Do not wear shoes!! Keep all sharp objects away from the Power Pad at all times.**
- **Do not use the Power Pad outside or near sources of heat or moisture.**
- Do not use the Power Pad on any soft, thickly padded surface such as a couch or lawn. You could stretch or break the internal mechanism as well as cause possible personal injury.
- Make sure the Control Deck power is *OFF* when changing any Game Pak or making a connection from the Power Pad and connecting it with the power on could damage the Nintendo Entertainment System. Do not stand on the Power Pad while make a connection.
- When unplugging the Power Pad connector from the Control Deck, always hold the connector itself, not the cord. Do not touch the terminals or wet them with water. Personal injury could result.
- All users should do several minutes of warm-up exercises before starting to play games on the Power Pad.
- Select an area to use the Power Pad where you will not be in the way of other people or objects in case of falls. Do not position the television set where you may hit it if you fall.

Failure to read and comply with the instructions, including these safety precautions may result in personal injury to you and/or damage to the Power Pad. Nintendo of America Inc. assumes no responsibility, obligation, or liability for injuries sustained due to such failure.

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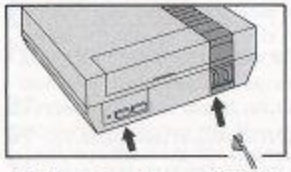
1. HOW TO CONNECT AND OPERATE THE POWER PAD

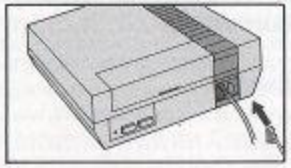
Use Side B of the Power Pad with this Game Pak. Do not use Side A.

HOW TO CONNECT THE POWER PAD TO YOUR NINTENDO ENTERTAINMENT SYSTEM CONTROL DECK.

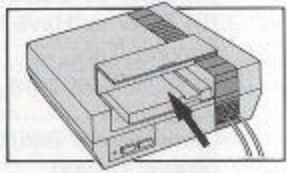
To adjust the television screen when connecting the Control Deck to your television, carefully read the Control Deck and television instructions.



1. Turn the Control Deck Power Switch to OFF. Plug the Control Deck Controller Connector into the No.1 socket on the front of the Control Deck.



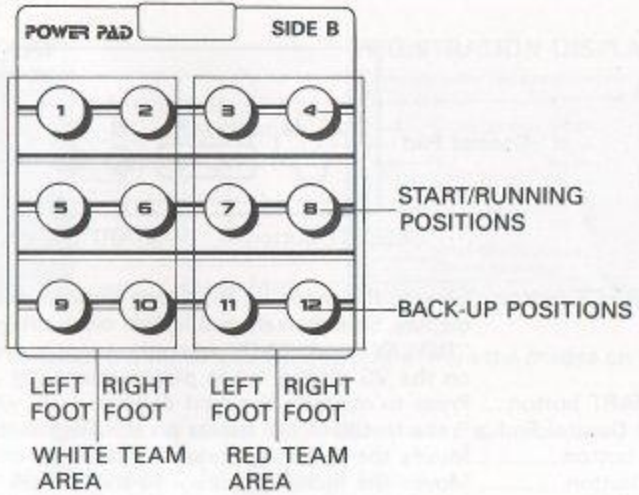
2. Plug the Power Pad Connector into the No.2 socket on the front of the Control Deck.



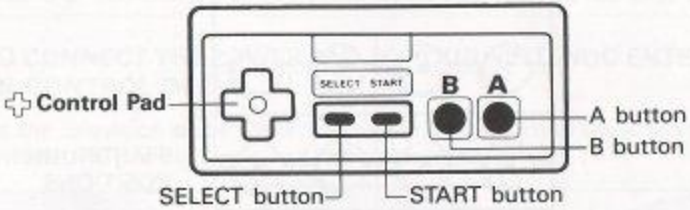
3. Insert the Game Pak into the Control Deck. Open up the Power Pad completely, then turn on the Power Switch on the Control Deck.

NAMES OF PARTS

POWER PAD



2. HOW TO USE THE CONTROLLER



SELECT button.. Selects the mode on the Mode display and the event on the Event display. Sets the selected letters on the Registration display. Selects "REPLAY" and "END" when the event is over. Selects your opponent on the VS display when playing alone.

START button ... Press to move to the next display.

Control Pad .. Press to select the letters on the Registration display.

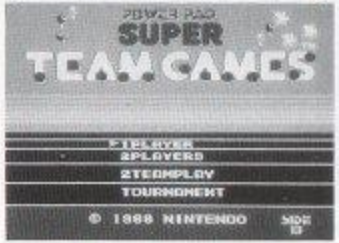
A button ..... Moves the flickering cursor to the right on the display.

B button ..... Moves the flickering cursor to the left on the display.

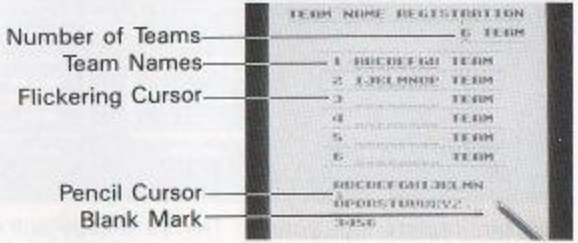
PAUSE ..... Press the START button to stop the play during an event.

3. SELECTING MODES AND EVENTS, AND REGISTERING YOUR NAME

(MODE SELECT DISPLAY)



(REGISTRATION DISPLAY)



MODE SELECT DISPLAY

Use the SELECT button to select the mode you want to play in from the modes on the display. Then press the START button.

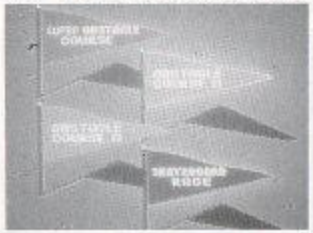
REGISTRATION DISPLAY

Use the Control Pad to bring the Pencil cursor to the letter or number you want and press the SELECT button to register it.

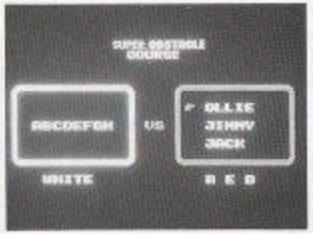
- In the Tournament mode, first register the number of teams.
- Move the Flickering cursor using the A or B buttons.
- To correct mistakes, move the Flickering cursor to the position you want to correct using the A or B buttons and input the correct letter.
- To delete unwanted letters, move the Flickering cursor to the letter you want to delete, bring the Pencil cursor to the Blank mark and press the SELECT button.
- If you press the START button without inputting anything, the display will move on to the Event display.

4. HOW TO PLAY

(1) 1 PLAYER/ 2 PLAYER



1) After registering your name, press the START button. The Event display will now appear. Choose the event you want to play using the SELECT button and press the START button.



2) The VS display will now appear. The name of Player 1 will appear in the WHITE box and the name of Player 2 will appear in the RED box. If you're playing alone, you can choose your opponent using the SELECT button.

OLLIE: A push over. Shame on you if you lose!

JIMMY: You're bound to win. Just stick to it.

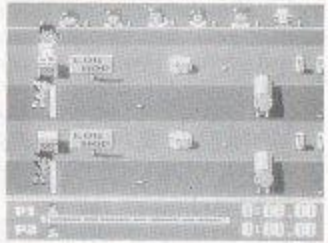
JACK: Wow! He's so fast. Try your luck and see if you can beat him.

3) Press the START button to move on to the Event display.

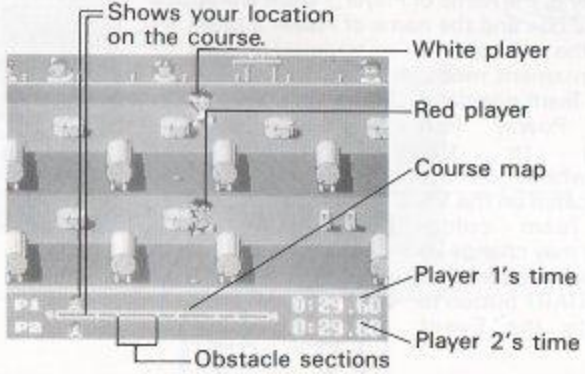
(2) HOW TO START. HOW TO READ THE DISPLAY DATA

(How to Start)

1) Stand upright on the start positions on the Power Pad. On your marks, get set and go at the sound of the starter gun.
2) Player 1 competes in the white lane and Player 2 competes in the red lane.
3) See section 6 in this Instruction Booklet for details on how to compete in each event.

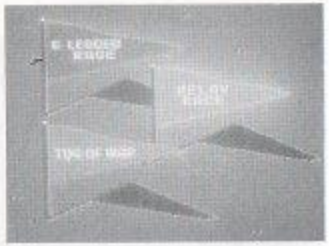


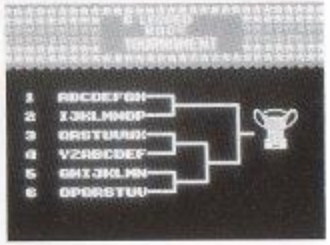
(How to Read the Display Data)



(3) 2 TEAM PLAY / TOURNAMENT

1) After registering your team name, press the START button. The Event display will now appear. Choose the event you want to play using the SELECT button and press the START button.
2) The tournament ladder will appear in the Tournament mode. On this ladder, the names of the teams will appear in the order that you entered them. You cannot change this order. Check the ladder and press the START button.
3) The VS display will now appear. When two teams are competing, the name of Player 1 team will appear in the white box and the name of Player 2 team will appear in the red box.
4) In the Tournament mode, determine Team positions on the Power Pad according to the color(red/white) of the teams indicated on the VS display. Team colors (red/white) may change as the tournament proceeds.
5) Press the START button to move onto the Event display.



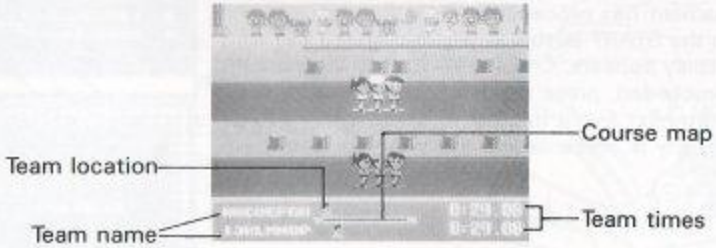


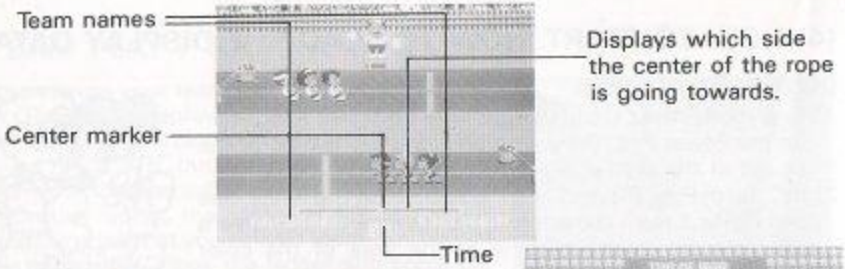
(4) HOW TO START. HOW TO READ THE DISPLAY DATA

(How to Start)

1) Everybody must stand upright with both feet in position on the Power Pad. On your marks, get set and go at the sound of the starter gun.
2) In 2 Team Play, Player 1 team competes in the white lane and Player 2 team competes in the red lane. In Tournament play, players must compete in the area of the color indicated on the VS display.
3) The start positions on the Power Pad change according to the event. See section 6 details.

(How to Read the Display Data)





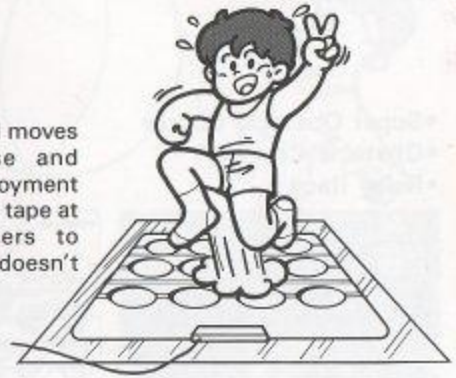
(5) HOW TO HAVE A TOURNAMENT

1) In the Tournament mode, the results and the time are displayed on the VS display at the end of each event. Press the START button to check how far the Tournament has proceeded.
2) When the START button is pressed again, the next VS display appears. Check how far the Tournament has proceeded, press the START button and move onto the next Event display.
3) The Trophy is presented to the winning team.

5. PLAYING TIPS

- Before starting a game, warm up with a few light stretching and jumping exercises. Hurrying into strenuous exercise is not good for your health.

- If the Power Pad moves during exercise and hinders your enjoyment of the game, use tape at the four corners to secure it so it doesn't move.



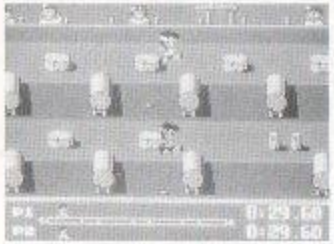
Watch out!

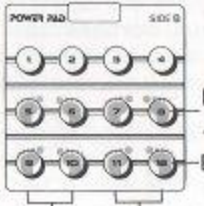
Excessive exercise can be harmful. Limit your game play to 1 hour a day.

6. HOW TO COMPETE IN EVENTS

(Log Hop)

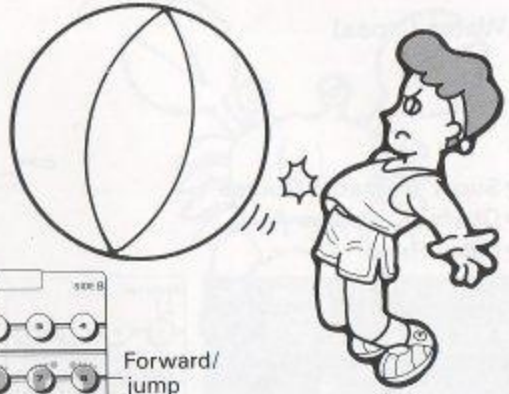
- Super Obstacle Course
- Obstacle Course A
- Relay Race



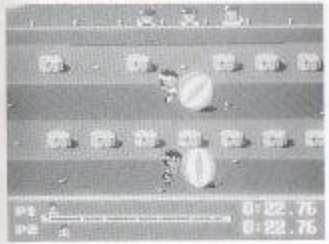


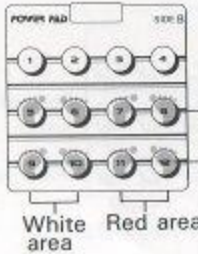
This is the basic game play for most of the events in the Super Team Games. Run! Run! And keep on running! When you get to an obstacle, judge your timing and jump. The on-screen character will jump with you as you clear the obstacle.

(Belly Bump Ball)



- Super Obstacle Course
- Obstacle Course B
- Relay Race

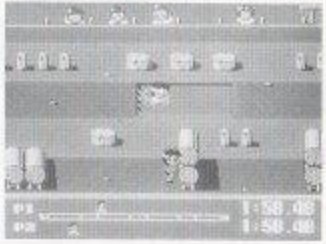


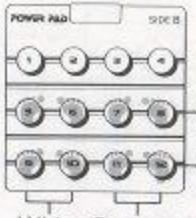


The big ball will roll a long way if you run into it very fast. It might be a good tactic to take a step back before running at the ball!

(Water Cross)

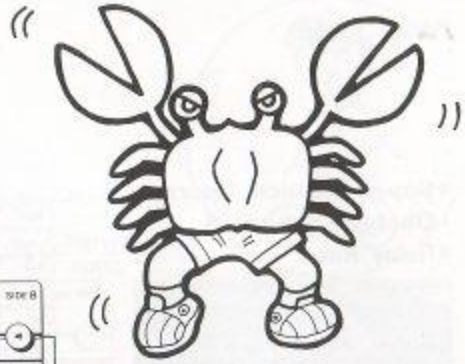
- **Super Obstacle Course**
- **Obstacle Course A**
- **Relay Race**



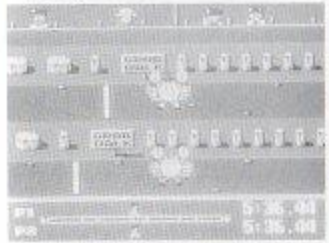


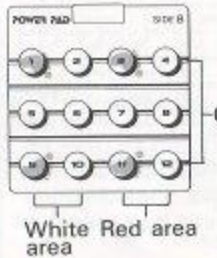
Jump just in front of the water. If you judge your timing right, you'll jump over it and land on the other side. Even if you land in the water, just keep on running! This will get you out of the water, but it really slows you down.

(Crab Walk)



- **Super Obstacle Course**
- **Obstacle Course B**
- **Relay Race**

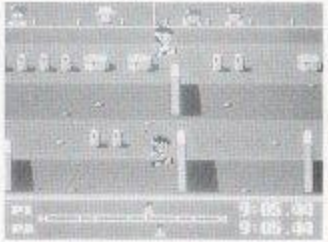


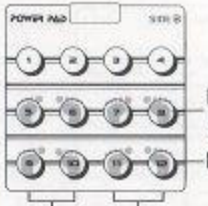


In this event, you walk like a crab and side step your way around the track. This is pretty tiring, as you must keep your legs spread wide apart to side step.

(Wall Jump)

- **Super Obstacle Course**
- **Obstacle Course A**
- **Relay Race**

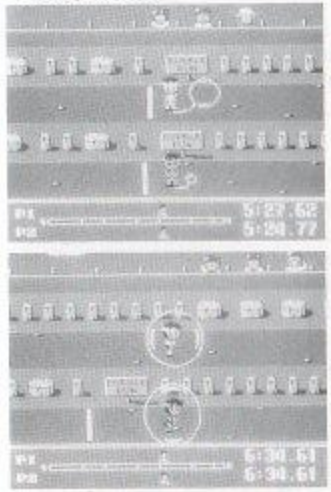


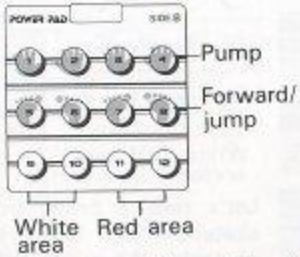


This is just like the Log Hop, except that, in place of the logs, you now have high walls to clear. You won't be able to manage this unless you put lots of energy into your jump.

(Bubble Run)

- **Super Obstacle Course**
- **Obstacle Course B**
- **Relay Race**

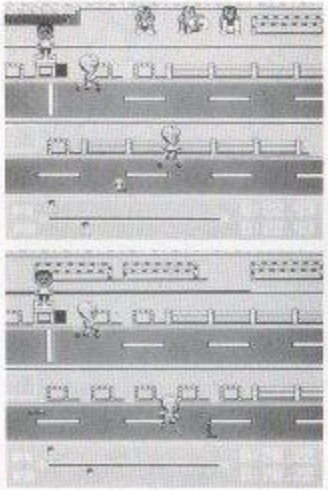


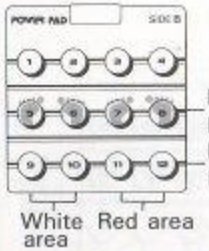


As soon as this event begins, pump up the bubble with your hands. It's no easy job running around inside the bubble! You'll get the hang of this if you keep your balance.

(Skateboard Race)

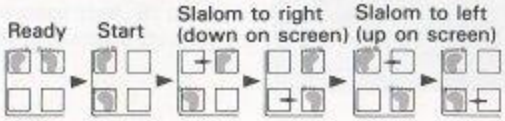
•Skateboard Race





Let's take a break from running and enjoy some skateboarding. Either jump or slalom to avoid the obstacles. When you slalom you travel faster. But watch out! It also becomes more difficult to clear the obstacles. Find just the right speed.

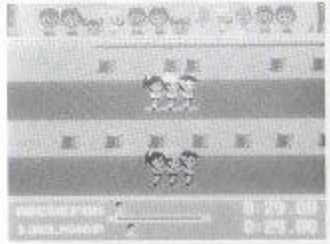
How to skateboard on the Power pad.

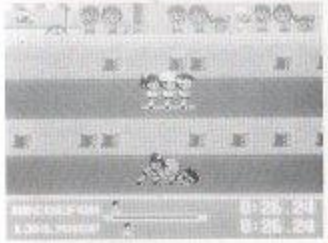


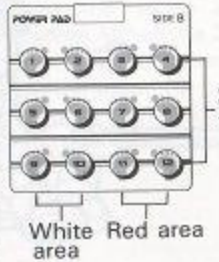
• Always land on the Power Pad after a jump.

(6 Legged Race)

•6 Legged Race



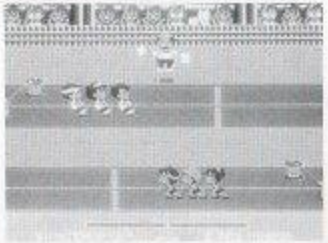


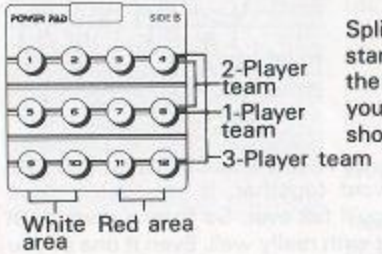


Each team is made up of three competitors and they have to move forward together. If you don't move together in a line, you'll fall over. So form a team with others you get along with really well. Even if one of you has fallen over, keep on walking. That's the key to winning!

(Tug of War)

•Tug of War





Split up into two teams and as soon as you hear the starter gun ... Go! Go! Go! The team that has run on the Power Pad the most wins. Drag the opponents into your area. After 30 seconds the position of the ribbon shows who's won.

(Relay Race)

•Relay Race

Operating the Power Pad is just the same as earlier events. When the 2nd runner appears, the screen will pass on the baton for you. During this time, substitute in another team member and Go!

Event List

- Super Obstacle Course
  (Log Hop) → (Belly Bump Ball) → (Water Cross) → (Crab Walk) → (Wall Jump) → (Bubble Run) → (final spurt) → GOAL
- Obstacle Course A (Log Hop) → (Water Cross) → (Wall Jump) → (final spurt) → GOAL
- Obstacle Course B (Belly Bump Ball) → (Crab Walk) → (Bubble Run) → (final spurt) → GOAL
- Skateboard Race
- 6 Legged Race
- Tug of War
- Relay Race 1st runner: (Log Hop) → (Belly Bump Ball)
  2nd runner: (Water Cross) → (Crab Walk)
  Anchor: (Wall Jump) → (Bubble Run)

COMPLIANCE WITH FCC REGULATIONS

This equipment generates and uses radio frequency energy and if not installed and used properly, that is, in strict accordance with the manufacturer's instructions, may cause interference to radio and television reception. It has been type tested and found to comply with the limits for a Class B computing device in accordance with the specifications in Subpart J of Part 15 of FCC Rules, which are designed to provide reasonable protection against such interference in a residential installation. However, there is no guarantee that interference will not occur in a particular installation. If this equipment does cause interference to radio or television reception, which can be determined by turning the equipment off and on, the user is encouraged to try to correct the interference by one or more of the following measures:

—Reorient the receiving antenna

—Relocate the NES with respect to the receiver

—Move the NES away from the receiver

—Plug the NES into a different outlet so that Control Deck and receiver are on different circuits.

If necessary, the user should consult the dealer or an experienced radio/televison technician for additional suggestions. The user may find the following booklet prepared by the Federal Communications Commission helpful:

How to Identify and Resolve Radio—TV Interference Problems.

This booklet is available from the U.S. Government Printing Office, Washington, D.C. 20402, Stock No. 004-000-00345-4.

90-DAY LIMITED WARRANTY NINTENDO GAME PAKS

90-DAY LIMITED WARRANTY:

Nintendo of America Inc. ("Nintendo") warrants to the original consumer purchaser that this Nintendo Game Pak ("PAK") shall be free from defects in material and workmanship for a period of 90 days from date of purchase if a defect covered by this warranty occurs during this 90-day warranty period, Nintendo will repair or replace the PAK, at its option, free of charge.

To receive this warranty service:

1. DO NOT return your defective Game Pak to the retailer.

2. Notify the Nintendo Consumer Service Department of the problem requiring warranty service by calling: 1-800-422-2602.
   Our Consumer Service Department is in operation from 6:00 A.M. to 6:00 P.M. Pacific Time, Monday through Saturday. Please Do Not send your Pak to Nintendo before calling the Consumer Service Department.

3. If the Nintendo Service Representative is unable to solve the problem by phone, you will be provided with a Return Authorization number. Simply record this number on the outside packaging of your defective PAK, and return your PAK FREIGHT PREPAID AND INSURED FOR LOSS OR DAMAGE, together with your sales slip or similar proof-of-purchase within the 90-day warranty period to:

   Nintendo of America Inc.
   NES Consumer Service Department
   4820-150th Avenue N.E.
   Redmond, WA 98052

This warranty shall not apply if the PAK has been damaged by negligence, accident, unreasonable use, modification, tampering, or by other causes unrelated to defective materials or workmanship.

REPAIR/SERVICE AFTER EXPIRATION OF WARRANTY:

If the PAK develops a problem requiring service after the 90-day warranty period, you may contact the Nintendo Consumer Service Department at the phone number noted at left. If the Nintendo Service Representative is unable to solve the problem by phone, you will be advised of the approximate cost for Nintendo to repair or replace the PAK and will be given a Return Authorization number.

You may then record this number on the outside packaging of the defective PAK and return the defective merchandise, FREIGHT PREPAID AND INSURED FOR LOSS OR DAMAGE, to Nintendo, and enclose a money order payable to Nintendo of America Inc. for the cost quoted you. (Repairs may also be charged on a VISA or MASTERCARD credit card.)

If after personal inspection, the Nintendo Service Representative determines the PAK cannot be repaired, it will be returned and your payment refunded.

WARRANTY LIMITATIONS:

ANY APPLICABLE IMPLIED WARRANTIES, INCLUDING WARRANTIES OF MERCHANTABILITY AND FITNESS FOR A PARTICULAR PURPOSE, ARE HEREBY LIMITED TO NINETY DAYS FROM THE DATE OF PURCHASE AND ARE SUBJECT TO THE CONDITIONS SET FORTH HEREIN. IN NO EVENT SHALL NINTENDO BE LIABLE FOR CONSEQUENTIAL OR INCIDENTAL DAMAGES RESULTING FROM THE BREACH OR ANY EXPRESS OR IMPLIED WARRANTIES.

The provisions of this warranty are valid in the United States only. Some states do not allow limitations on how long an implied warranty lasts or exclusion of consequential or incidental damages, so the above limitations and exclusion may not apply to you. This warranty gives you specific legal rights, and you may also have other rights which vary from state to state.